

Jango Fett



●	1	2	3	4	5
6	7	8	9	10	11
12	13	14	●		

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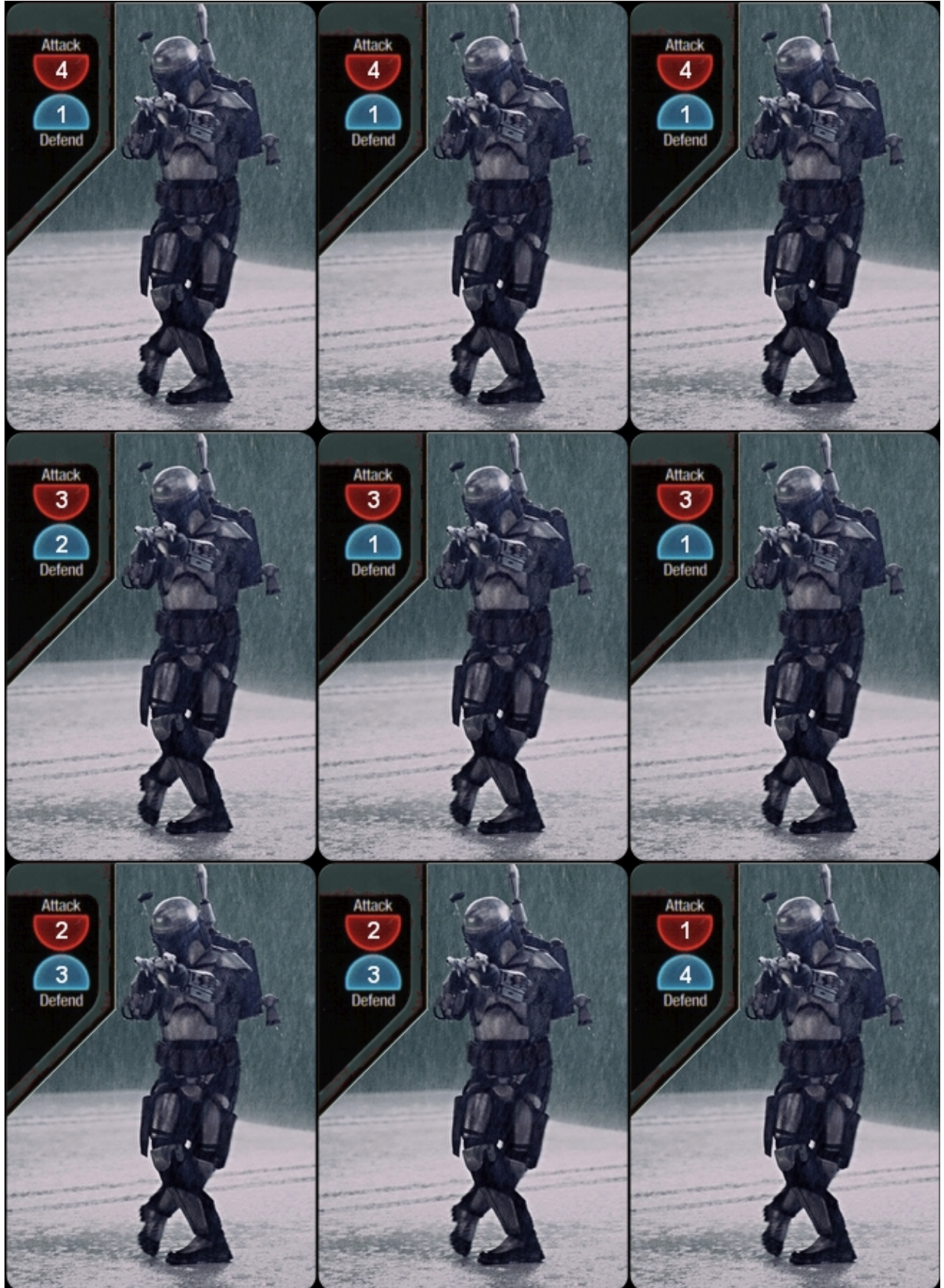
Zam Wesell

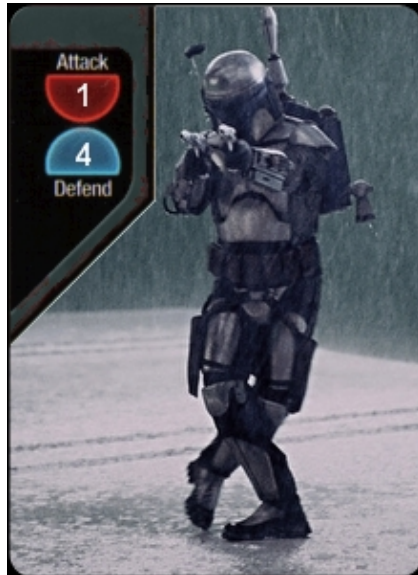


●	1	2	3	4	5
6	7	8	9	●	

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<p>Attack 4</p>  <p><b>Jango Fett</b></p> <p><b>ROCKET RETREAT</b></p> <p>Play when Jango Fett is attacking. After attacking, you may move Jango Fett to any empty space.</p>	<p>Attack 4</p>  <p><b>Jango Fett</b></p> <p><b>ROCKET RETREAT</b></p> <p>Play when Jango Fett is attacking. After attacking, you may move Jango Fett to any empty space.</p>	<p>Attack 4</p>  <p><b>Jango Fett</b></p> <p><b>ROCKET RETREAT</b></p> <p>Play when Jango Fett is attacking. After attacking, you may move Jango Fett to any empty space.</p>
<p>Attack 3*</p>  <p><b>Jango Fett</b></p> <p><b>TWIN PISTOLS</b></p> <p>Play when Jango Fett is attacking. After resolving the attack, Jango Fett makes another immediate attack at a value of 3. Attacked character may defend as normal.</p>	<p>Attack 3*</p>  <p><b>Jango Fett</b></p> <p><b>TWIN PISTOLS</b></p> <p>Play when Jango Fett is attacking. After resolving the attack, Jango Fett makes another immediate attack at a value of 3. Attacked character may defend as normal.</p>	<p>Attack 3*</p>  <p><b>Jango Fett</b></p> <p><b>TWIN PISTOLS</b></p> <p>Play when Jango Fett is attacking. After resolving the attack, Jango Fett makes another immediate attack at a value of 3. Attacked character may defend as normal.</p>
<p>SPECIAL</p>  <p><b>Jango Fett</b></p> <p><b>FLAME THROWER</b></p> <p>Play anytime on your turn. Flame thrower does 3 damage to all characters adjacent to Jango Fett. You may then move these characters up to 3 spaces each.</p>	<p>SPECIAL</p>  <p><b>Jango Fett</b></p> <p><b>FIRE UP THE JETPACK</b></p> <p>Play anytime on your turn. You may move Jango Fett to any empty space. Playing this card does not count as an action.</p>	<p>Attack 4*</p>  <p><b>Jango Fett</b></p> <p><b>KAMINO DART</b></p> <p>Play when Jango Fett is attacking. Draw 2 cards. If this card does damage, the player controlling the attacked character must choose and discard 2 cards.</p>





**Zam Wesell**  
**SNIPER SHOT**  
Play when Zam Wesell is attacking.  
Attack value is equal to the number of empty squares between Zam Wesell and the target. If the target is diagonal, each square counts as 2.

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**SPECIAL**

**Zam Wesell**  
**CHANGELING**  
Play anytime on your turn.  
Zam Wesell may change places with any character on the board. After swapping, Zam may roll the dice for an extra move phase. Draw 1 card.

**Attack 5**  
**Defend 1**

**Attack 4**  
**Defend 1**

**Attack 3**  
**Defend 2**

**Attack 3**  
**Defend 1**

**Attack 3**  
**Defend 1**



